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L9	3	1 and parallel$5 and (deduplicat$5 or de-duplicat$7)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/10 13:37

L10	38	parallel$5 and (deduplicat$5 or de-duplicat$7)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/10 13:37
L11	0	10 and imageimage and tiff adj (format or type or exten$6)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/10 13:38
L12	9	10 and image	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/10 13:38

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1 Parallel polygon scan conversion on hypercube multiprocessors

John JingFu Jenq

February 1999 **Proceedings of the 1999 ACM symposium on Applied computing**

Publisher: ACM Press

Full text available: pdf(481.50 KB) Additional Information: full citation, references, index terms

Keywords: computer graphics, hypercube algorithms, parallel algorithms, polygon scan conversion

2 Fast data parallel polygon rendering

F. A. Ortega, C. D. Hansen, J. P. Ahrens

December 1993 **Proceedings of the 1993 ACM/IEEE conference on Supercomputing**

Publisher: ACM Press

Full text available: pdf(1.65 MB) Additional Information: full citation, references, citings, index terms

3 A parallel scan conversion algorithm with anti-aliasing for a general-purpose ultracomputer

Eugene Fiume, Alain Fournier, Larry Rudolph

July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques SIGGRAPH '83**, Volume 17 Issue 3

Publisher: ACM Press

Full text available: pdf(1.10 MB) Additional Information: full citation, abstract, references, citings, index terms

Popular approaches to speeding up scan conversion often employ parallel processing. Recently, several special-purpose parallel architectures have been suggested. We propose an alternative to these systems: the general-purpose ultracomputer, a parallel processor with many autonomous processing elements and a shared memory. The "serial semantics/parallel execution" feature of this architecture is exploited in the formulation of a scan conversion algorithm. Hidden surfaces are remo ...

4 Parallel lumigraph reconstruction

Peter-Pike Sloan, Charles Hansen
October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**
Publisher: ACM Press

Full text available: pdf(939.98 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents three techniques for reconstructing Lumigraphs/Lightfields on commercial ccNUMA parallel distributed shared memory computers. The first method is a parallel extension of the software-based method proposed in the Lightfield paper. This expands the ray/two-plane intersection test along the film plane, which effectively becomes scan conversion. The second method extends this idea by using a shear/warp factorization that accelerates rendering. The third technique runs on an ...

5 A task adaptive parallel graphics renderer
Scott Whitman
November 1993 **Proceedings of the 1993 symposium on Parallel rendering**
Publisher: ACM Press

Full text available: pdf(1.15 MB) Additional Information: full citation, references, citings, index terms, review

6 An adaptive subdivision algorithm and parallel architecture for realistic image synthesis
Mark Dippé, John Swensen
January 1984 **ACM SIGGRAPH Computer Graphics , Proceedings of the 11th annual conference on Computer graphics and interactive techniques SIGGRAPH '84**, Volume 18 Issue 3
Publisher: ACM Press

Full text available: pdf(1.02 MB) Additional Information: full citation, abstract, references, citings, index terms

An algorithm for computing ray traced pictures is presented, which adaptively subdivides scenes into S subregions, each with roughly uniform load. It can yield speedups of O (S2/3) over the standard algorithm. This algorithm can be mapped onto a parallel architecture consisting of a three dimensional array of computers which operate autonomously. The algorithm and architecture are well matched, so that communi ...

Keywords: Adaptive, Parallel, Ray tracing, Subdivision

7 Triangle scan conversion using 2D homogeneous coordinates
Marc Olano, Trey Greer
August 1997 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press
Full text available: pdf(846.69 KB) Additional Information: full citation, references, citings, index terms

Keywords: clipping, homogeneous coordinates, rasterization, scan conversion

8 Parallel visualization of large-scale aerodynamics calculations: a case study on the Cray T3E
Kwan-Liu Ma, Thomas W. Crockett

October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**
Publisher: ACM Press

Full text available: pdf(4.11 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper reports the performance of a parallel volume rendering algorithm for visualizing a large-scale unstructed-grid dataset produced by a three-dimensional aerodynamics simulation. This dataset, containing over 18 million tetrahedra, allows us to extend our performance results to a problem which is more than 30 times larger than the one we examined previously. This high resolution dataset also allows us to see fine, three-dimensional features in the flow field. All our tests were perf ...

Keywords: T3E, computational fluid dynamics, parallel algorithms, parallel rendering, scientific visualization, unstructured grids, volume rendering

9 A parallel processor system for three-dimensional color graphics

Haruo Niimi, Yoshirou Imai, Masayoshi Murakami, Shinji Tomita, Hiroshi Hagiwara
January 1984 **ACM SIGGRAPH Computer Graphics , Proceedings of the 11th annual conference on Computer graphics and interactive techniques SIGGRAPH '84**, Volume 18 Issue 3
Publisher: ACM Press

Full text available: pdf(892.77 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the hardware architecture and the employed algorithm of a parallel processor system for three-dimensional color graphics. The design goal of the system is to generate realistic images of three-dimensional environments on a raster-scan video display in real-time. In order to achieve this goal, the system is constructed as a two-level hierarchical multi-processor system which is particularly suited to incorporate scan-line algorithm for hidden surface elimination. The sys ...

10 The pixel machine: a parallel image computer

Michael Potmesil, Eric M. Hoffert
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3
Publisher: ACM Press

Full text available: pdf(3.12 MB) Additional Information: full citation, abstract, citings, index terms

We describe the system architecture and the programming environment of the Pixel Machine - a parallel image computer with a distributed frame buffer.The architecture of the computer is based on an array of asynchronous MIMD nodes with parallel access to a large frame buffer. The machine consists of a pipeline of *pipe nodes* which execute sequential algorithms and an array of *m* × *n* pixel nodes which execute parallel algorithms. A *pixel node* directly accesses e ...

11 Design for a real-time high-quality volume rendering workstation

Marc Levoy
May 1989 **Proceedings of the 1989 Chapel Hill workshop on Volume visualization**
Publisher: ACM Press

Full text available: pdf(2.42 MB) Additional Information: full citation, references, citings, index terms

Keywords: 3D scan-conversion, adaptive refinement, parallel architecture, ray tracing, visualization, volume rendering, volumetric compositing, voxel graphics

12 DVI parallel image compression

Michael Tinker
July 1989 **Communications of the ACM**, Volume 32 Issue 7
Publisher: ACM Press

Full text available: pdf(954.31 KB) Additional Information: full citation, abstract, references, citings, index terms, review

At the heart of DVI is an image compression and expansion technology that uses proprietary chips to expand an image in real time from a bit stream that has been compressed on a large computer at non-real time rates. This article describes how the compression algorithm is used and how it was ported.

13 A radar simulation program for a 1024-processor hypercube

J. L. Gustafson, R. E. Benner, M. P. Sears, T. D. Sullivan
August 1989 **Proceedings of the 1989 ACM/IEEE conference on Supercomputing**
Publisher: ACM Press

Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references, citings, index terms

We have developed a fast parallel version of an existing synthetic aperture radar (SAR) simulation program, SRIM. On a 1024-processor NCUBE hypercube it runs an order of magnitude faster than on a CRAY X-MP or CRAY Y-MP processor. This speed advantage is coupled with an order of magnitude advantage in machine acquisition cost. SRIM is a somewhat large (30,000 lines of Fortran 77) program designed for uniprocessors; its restructuring for a hypercube provides new lessons in the task of alteri ...

14 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4
Publisher: ACM Press

Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

15 A scalable parallel cell-projection volume rendering algorithm for three-dimensional unstructured data

Kwan-Liu Ma, Thomas W. Crockett
October 1997 **Proceedings of the IEEE symposium on Parallel rendering**
Publisher: ACM Press

Full text available: pdf(1.67 MB) Additional Information: full citation, references, citings, index terms

Keywords: asynchronous communication, distributed memory, hierarchical data structures, load balancing, message passing, parallel algorithms, scientific visualization, unstructured grids, volume rendering

16 Hybrid sort-first and sort-last parallel rendering with a cluster of PCs

Rudrajit Samanta, Thomas Funkhouser, Kai Li, Jaswinder Pal Singh
August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press

Full text available: pdf(613.08 KB) Additional Information: full citation, abstract, references, citings, index terms

We investigate a new hybrid of sort-first and sort-last approach for parallel polygon rendering, using as a target platform a cluster of PCs. Unlike previous methods that statically partition the 3D model and/or the 2D image, our approach performs dynamic, view-dependent and coordinated partitioning of both the 3D model and the 2D image. Using a specific algorithm that follows this approach, we show that it performs better than previous approaches and scales better with both processor count ...

Keywords: cluster computing, parallel rendering

17 FRAMES: Software tools for modeling, rendering and animation of 3D scenes
Michael Potmesil, Eric M. Hoffert
August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4
Publisher: ACM Press

Full text available: pdf(3.61 MB) Additional Information: full citation, abstract, references, citings, index terms

FRAMES is a set of flexible software tools, developed for the UNIX programming environment, that can be used to generate images and animation of 3D scenes. In FRAMES, each stage of the image-rendering pipeline is assigned to a UNIX System filter. The following is a typical FRAMES pipe sequence where each filter performs a task implied by its name:cat scene.frm|euclid|mover|shade|camera|abufFRAMES was designed to be easy to use, to permit flexible experimentation with new ideas in image rendering ...

18 Architectures and compression: A reconfigurable architecture for load-balanced rendering
Jiawen Chen, Michael I. Gordon, William Thies, Matthias Zwicker, Kari Pulli, Frédo Durand
July 2005 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware HWWS '05**
Publisher: ACM Press
Full text available: pdf(510.87 KB) Additional Information: full citation, abstract, references, index terms

Commodity graphics hardware has become increasingly programmable over the last few years but has been limited to fixed resource allocation. These architectures handle some workloads well, others poorly; load-balancing to maximize graphics hardware performance has become a critical issue. In this paper, we explore one solution to this problem using compile-time resource allocation. For our experiments, we implement a graphics pipeline on Raw, a tile-based multicore processor. We express both the ...

19 Document image understanding
Sargur N. Srihari
November 1986 **Proceedings of 1986 ACM Fall joint computer conference**
Publisher: IEEE Computer Society Press
Full text available: pdf(1.38 MB) Additional Information: full citation, references, citings, index terms

20 Pixel-planes 5: a heterogeneous multiprocessor graphics system using processor-

enhanced memories
Henry Fuchs, John Poulton, John Eyles, Trey Greer, Jack Goldfeather, David Ellsworth, Steve Molnar, Greg Turk, Brice Tebbs, Laura Israel
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3
Publisher: ACM Press

Full text available: pdf(2.01 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces the architecture and initial algorithms for Pixel-Planes 5, a heterogeneous multi-computer designed both for high-speed polygon and sphere rendering (1M Phong-shaded triangles/second) and for supporting algorithm and application research in interactive 3D graphics. Techniques are described for volume rendering at multiple frames per second, font generation directly from conic spline descriptions, and rapid calculation of radiosity form-factors. The hardware consists of up t ...

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1 Session 4: video processing and transformation: Tile boundary artifact reduction algorithms for tile size conversion of wavelet image

Masayuki HASHIMOTO, Kenji MATSUO, Atsushi KOIKE, Yasuyuki NAKAJIMA

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(309.48 KB) Additional Information: full citation, abstract, references

This paper proposes the tile size conversion method for the wavelet image transcoding gateway and a set of methods to reduce the tile boundary artifacts caused by the conversion.In the wavelet image coding system represented by JPEG2000, pictures are usually divided into one or more tiles and each tile then transformed separately. On low memory terminals such as mobile terminals, some decoders are likely to have limits on what tile sizes they can decode. Assuming a system using these limited dec ...

2 A conversational extensible system for the animation of shaded images

Ronald M. Baecker

July 1976 **ACM SIGGRAPH Computer Graphics , Proceedings of the 3rd annual conference on Computer graphics and interactive techniques SIGGRAPH '76**, Volume 10 Issue 2

Publisher: ACM Press

Full text available: pdf(99.54 KB) Additional Information: full citation, abstract, references, citings

The terms "conversational" and "extensible" are defined and shown to be useful properties of computer animation systems. A conversational extensible system for the animation of shaded images is then described. With this system, implemented on a minicomputer, the animator can sketch images and movements freehand, or can define them algorithmically via the Smalltalk language. The system is itself implemented in Smalltalk, and hence can be easily extended or mcdified to suit the animator's personal ...

3 Efficient octree conversion by connectivity labeling

Markku Tamminen, Hanan Samet

January 1984 **ACM SIGGRAPH Computer Graphics , Proceedings of the 11th annual conference on Computer graphics and interactive techniques SIGGRAPH '84**, Volume 18 Issue 3

Publisher: ACM Press

Full text available: pdf(803.95 KB) Additional Information: full citation, abstract, references, citings, index terms

We present an algorithm for converting from the boundary representation of a solid to the corresponding octree model. The algorithm utilizes an efficient new connected components labeling technique. A novelty of the method is the demonstration that all processing can be performed directly on linear quad and octree encodings. We illustrate the use of the algorithm by an application to geometric mine modeling and verify its performance by analysis and practical experiments.

Keywords: Conversion, Image processing, Octree

4 Efficient and flexible Web access to art-historical image collections

Matthias Wagner, Stefan Holland, Werner Kießling

March 2000 **Proceedings of the 2000 ACM symposium on Applied computing - Volume 2**

Publisher: ACM Press

Full text available: pdf(646.03 KB) Additional Information: full citation, references, index terms

Keywords: Web access, applications in the arts and humanities, format optimization, image databases, multimedia delivery

5 Visual information and collaboration: Explaining effects of eye gaze on mediated group conversations:: amount or synchronization?

Roel Vertegaal, Yaping Ding

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Publisher: ACM Press

Full text available: pdf(903.79 KB) Additional Information: full citation, abstract, references, citings, index terms

We present an experiment examining effects of gaze on speech during three-person conversations. Understanding such effects is crucial for the design of teleconferencing systems and Collaborative Virtual Environments (CVEs). Previous findings suggest subjects take more turns when they experience more gaze. We evaluated whether this is because more gaze allowed them to better observe whether they were being addressed. We compared speaking behavior between two conditions: (1) in which subjects expe ...

Keywords: agents, attentive interfaces, avatars, eye tracking, gaze, multiparty mediated communication

6 3D scan-conversion algorithms for voxel-based graphics

Arie Kaufman, Eyal Shimony

January 1987 **Proceedings of the 1986 workshop on Interactive 3D graphics**

Publisher: ACM Press

Full text available: pdf(2.21 MB) Additional Information: full citation, abstract, references, citings, index terms

An assortment of algorithms, termed three-dimensional (3D) scan-conversion algorithms, is presented. These algorithms scan-convert 3D geometric objects into their discrete voxel-map representation within a Cubic Frame Buffer (CFB). The geometric objects that are studied here include three-dimensional lines, polygons (optionally filled), polyhedra (optionally filled), cubic parametric curves, bicubic parametric surface patches, circles (optionally filled), a ...

7 Manipulating Video Sequences to Determine the Components of Conversational Facial Expressions

Douglas W. Cunningham, Mario Kleiner, Christian Wallraven, Heinrich H. Bülthoff
July 2005 **ACM Transactions on Applied Perception (TAP)**, Volume 2 Issue 3
Publisher: ACM Press
Full text available: pdf(15.19 MB) Additional Information: full citation, abstract, references, index terms

Communication plays a central role in everday life. During an average conversation, information is exchanged in a variety of ways, including through facial motion. Here, we employ a custom, model-based image manipulation technique to selectively "freez " portions of a face in video recordings in order to determine the areas that are sufficient for proper recognition of nine conversational expressions. The results show that most expressions rely primarily on a single facial area to co ...

Keywords: Applied perception, animation, computer graphics, facial expressions, human-computer interface

8 Minimum-drift digital video down-conversion

Osama Alshaykh, Homer Chen
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**
Publisher: ACM Press
Full text available: pdf(1.54 MB) Additional Information: full citation, abstract, references, index terms

This paper presents a new technique for decoding a full-resolution video bitstream at low memory cost and displaying the signal at a lower resolution. Existing techniques solve the problem by storing the down-converted blocks into memory instead of the full-resolution blocks. While the memory is reduced, these techniques introduce drift errors because the decoder does not have the same pixels as the encoder in performing motion-compensated prediction. The approach proposed here alleviates t ...

Keywords: HDTV, MPEG-2, SDTV, format conversion

9 Efficient algorithms for 3D scan-conversion of parametric curves, surfaces, and volumes

Arie Kaufman
August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4
Publisher: ACM Press
Full text available: pdf(901.14 KB) Additional Information: full citation, abstract, references, citings, index terms

Three-dimensional (3D) scan-conversion algorithms, that scan-convert 3D parametric objects into their discrete voxelmap representation within a Cubic Frame Buffer (CFB), are presented. The parametric objects that are studied include Bezier form of cubic parametric curves, bicubic parametric surface patches, and tricubic parametric volumes. The converted objects in discrete 3D space maintain pre-defined application-dependent connectivity and fidelity requirements.The algorithms introduced ...

10 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4
Publisher: ACM Press

Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

11 Algorithms for image/vector conversion

Azriel Rosenfeld

August 1978 **Proceedings of the 5th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(57.60 KB) Additional Information: full citation

12 Recording experience through images: Only when miss universe snatches me: teasing in MMS messaging

Esko Kurvinen

June 2003 **Proceedings of the 2003 international conference on Designing pleasurable products and interfaces**

Publisher: ACM Press

Full text available: pdf(277.85 KB) Additional Information: full citation, abstract, references, citings, index terms

When new technology is adopted to everyday life, existing patterns of behavior relevant to the application are transferred to this new media. In this process, some things will also change and evolve.This paper takes an empirical look at mobile multimedia messaging. Within this new technological environment I focus on teasing, an established form of social control prevalent also in MMS (Multimedia Messaging Services) Messaging.I draw from conversation analysis [15] and ethnomethodology [5]. My an ...

Keywords: 3G, MMS, mobile imaging, multimedia messaging, visual communication

13 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

14 A scan conversion algorithm with reduced storage requirements

B. W. Jordan, R. C. Barrett

November 1973 **Communications of the ACM**, Volume 16 Issue 11

Publisher: ACM Press

Full text available: pdf(679.37 KB) Additional Information: full citation, abstract, references, citings

Most graphics systems using a raster scan output device (CRT or hardcopy) maintain a display file in the XY or random scan format. Scan converters, hardware or software, must be provided to translate the picture description from the XY format to the raster format. Published scan conversion algorithms which are fast will reserve a buffer area large enough to accommodate the entire screen. On the other hand, those which use a small buffer area are slow because they require multiple passes thr ...

Keywords: discrete image, dot generation, graphics, line drawing, raster plotter, scan conversion

15 TPphotoSuite: a windows based digital image processing program

Tauhida Parveen

January 2004 **Journal of Computing Sciences in Colleges**, Volume 19 Issue 3

Publisher: Consortium for Computing Sciences in Colleges

Full text available: pdf(184.78 KB) Additional Information: full citation, abstract, references, index terms

The purpose of this paper is to present a Windows based software tool named *TPphotoSuite* that is capable of performing image-processing operations. *TPphotoSuite* is free, can be used on any PC compatible platform, the existing image processing operations can be modified and more operations can be added to it. *TPphotoSuite* provides a user-friendly GUI and requires minimal computer literacy for it to use. It contains many features that are used in image processing such as, colo ...

16 Applications: Cyclops: in situ image sensing and interpretation in wireless sensor networks

Mohammad Rahimi, Rick Baer, Obimdinachi I. Iroezi, Juan C. Garcia, Jay Warrior, Deborah Estrin, Mani Srivastava

November 2005 **Proceedings of the 3rd international conference on Embedded networked sensor systems SenSys '05**

Publisher: ACM Press

Full text available: pdf(1.25 MB) Additional Information: full citation, abstract, references, index terms

Despite their increasing sophistication, wireless sensor networks still do not exploit the most powerful of the human senses: vision. Indeed, vision provides humans with unmatched capabilities to distinguish objects and identify their importance. Our work seeks to provide sensor networks with similar capabilities by exploiting emerging, cheap, low-power and small form factor CMOS imaging technology. In fact, we can go beyond the stereo capabilities of human vision, and exploit the large scale of ...

Keywords: CMOS imaging, imaging, power efficiency, sensor network, vision

17 Natural language interfaces: Conversational text input for modifying graphics facial images

Michael L. Rhodes, Allen Klinger

February 1977 **ACM SIGART Bulletin**, Issue 61

Publisher: ACM Press

Full text available: pdf(401.44 KB) Additional Information: full citation, abstract, references

This paper reports on a text interpretation program for a minicomputer with 8K memory to facilitate modifying line drawings of faces. An interactive language is described that allows conversational dialogues between the user and image modification routines. We present an implementation that retains context during a dialogue and makes possible relational adjustments of facial features. Imprecise feature judgements issued by the user are used to modify images. Ambiguities encountered by the progra ...

18 From text to images through meanings

Jayakumar S. Kandhasamy, Ming Xie

September 2004 **Proceedings of the 2004 ACM SIGCHI International Conference on Advances in computer entertainment technology ACE '04**

Publisher: ACM Press

Full text available: pdf(381.87 KB) Additional Information: full citation, abstract, references

Natural language is an easy and effective medium to interact with computers by humans and we foresee that it is an effective way to visualize or realize one's imagination by computer. And it makes the complex task of creating 3D scenes or images faster and easier. As a result, creation of 3D scenes will be seen as just programming the computer with human language such as English. This paper presents a meaning centric framework for text to 3D image system to visualize the meaning of text and we p ...

19 Rendering: SVG rendering of real images using data dependent triangulation

Sebastiano Battiato, Giovanni Gallo, Giuseppe Messina

April 2004 **Proceedings of the 20th spring conference on Computer graphics**

Publisher: ACM Press

Full text available: pdf(5.09 MB) Additional Information: full citation, abstract, references

This paper presents a novel technique to convert raster images in a Scalable Vector Graphic (SVG) format using Data Dependent Triangulation (DDT). The triangulation, a classical 3D graphic rendering approach, is here applied to digital images acquired by imaging consumer devices. Good quality rendering of real images has been obtained making use of some ad-hoc heuristics able to properly manage advanced SVG features (e.g. path, gradient, filter effects). Experiments and comparisons with exist ...

Keywords: SVG, data dependent triangulation, imaging devices

20 Pareto-optimal formulations for cost versus colorimetric accuracy trade-offs in printer color management

D. J. Littlewood, P. A. Drakopoulos, G. Subbarayan

April 2002 **ACM Transactions on Graphics (TOG)**, Volume 21 Issue 2

Publisher: ACM Press

Full text available: pdf(9.84 MB) Additional Information: full citation, abstract, references, index terms

Color management for the printing of digital images is a challenging task, due primarily to nonlinear ink-mixing behavior and the presence of redundant solutions for print devices with more than three inks. Algorithms for the conversion of image data to printer-specific format are typically designed to achieve a single predetermined rendering intent, such as colorimetric accuracy. In the present paper we present two CIELAB to CMYK color conversion schemes based on a general Pareto-optimal formul ...

Keywords: Artificial Neural Networks, CMYK, Color Conversion, Color Fidelity, Color Management, Color Matching, Color Printing, Color Space Transformation, Optimization, Pareto-optimization, Tetrahedral Interpolation

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1 Parallel polygon scan conversion on hypercube multiprocessors

John JingFu Jenq

February 1999 **Proceedings of the 1999 ACM symposium on Applied computing**

Publisher: ACM Press

Full text available: pdf(481.50 KB) Additional Information: full citation, references, index terms

Keywords: computer graphics, hypercube algorithms, parallel algorithms, polygon scan conversion

2 Fast data parallel polygon rendering

F. A. Ortega, C. D. Hansen, J. P. Ahrens

December 1993 **Proceedings of the 1993 ACM/IEEE conference on Supercomputing**

Publisher: ACM Press

Full text available: pdf(1.65 MB) Additional Information: full citation, references, citings, index terms

3 A parallel scan conversion algorithm with anti-aliasing for a general-purpose ultracomputer

Eugene Fiume, Alain Fournier, Larry Rudolph

July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques SIGGRAPH '83**, Volume 17 Issue 3

Publisher: ACM Press

Full text available: pdf(1.10 MB) Additional Information: full citation, abstract, references, citings, index terms

Popular approaches to speeding up scan conversion often employ parallel processing. Recently, several special-purpose parallel architectures have been suggested. We propose an alternative to these systems: the general-purpose ultracomputer, a parallel processor with many autonomous processing elements and a shared memory. The "serial semantics/parallel execution" feature of this architecture is exploited in the formulation of a scan conversion algorithm. Hidden surfaces are remo ...

4 Parallel lumigraph reconstruction

Peter-Pike Sloan, Charles Hansen
October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**
Publisher: ACM Press

Full text available: pdf(939.98 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents three techniques for reconstructing Lumigraphs/Lightfields on commercial ccNUMA parallel distributed shared memory computers. The first method is a parallel extension of the software-based method proposed in the Lightfield paper. This expands the ray/two-plane intersection test along the film plane, which effectively becomes scan conversion. The second method extends this idea by using a shear/warp factorization that accelerates rendering. The third technique runs on an ...

5 A task adaptive parallel graphics renderer
Scott Whitman
November 1993 **Proceedings of the 1993 symposium on Parallel rendering**
Publisher: ACM Press

Full text available: pdf(1.15 MB) Additional Information: full citation, references, citings, index terms, review

6 An adaptive subdivision algorithm and parallel architecture for realistic image synthesis
Mark Dippé, John Swensen
January 1984 **ACM SIGGRAPH Computer Graphics , Proceedings of the 11th annual conference on Computer graphics and interactive techniques SIGGRAPH '84**, Volume 18 Issue 3
Publisher: ACM Press

Full text available: pdf(1.02 MB) Additional Information: full citation, abstract, references, citings, index terms

An algorithm for computing ray traced pictures is presented, which adaptively subdivides scenes into S subregions, each with roughly uniform load. It can yield speedups of O (S2/3) over the standard algorithm. This algorithm can be mapped onto a parallel architecture consisting of a three dimensional array of computers which operate autonomously. The algorithm and architecture are well matched, so that communi ...

Keywords: Adaptive, Parallel, Ray tracing, Subdivision

7 Triangle scan conversion using 2D homogeneous coordinates
Marc Olano, Trey Greer
August 1997 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press
Full text available: pdf(846.69 KB) Additional Information: full citation, references, citings, index terms

Keywords: clipping, homogeneous coordinates, rasterization, scan conversion

8 Parallel visualization of large-scale aerodynamics calculations: a case study on the Cray T3E
Kwan-Liu Ma, Thomas W. Crockett

October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**
Publisher: ACM Press

Full text available: pdf(4.11 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper reports the performance of a parallel volume rendering algorithm for visualizing a large-scale unstructed-grid dataset produced by a three-dimensional aerodynamics simulation. This dataset, containing over 18 million tetrahedra, allows us to extend our performance results to a problem which is more than 30 times larger than the one we examined previously. This high resolution dataset also allows us to see fine, three-dimensional features in the flow field. All our tests were perf ...

Keywords: T3E, computational fluid dynamics, parallel algorithms, parallel rendering, scientific visualization, unstructured grids, volume rendering

9 A parallel processor system for three-dimensional color graphics
Haruo Niimi, Yoshirou Imai, Masayoshi Murakami, Shinji Tomita, Hiroshi Hagiwara
January 1984 **ACM SIGGRAPH Computer Graphics , Proceedings of the 11th annual conference on Computer graphics and interactive techniques SIGGRAPH '84**, Volume 18 Issue 3
Publisher: ACM Press

Full text available: pdf(892.77 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the hardware architecture and the employed algorithm of a parallel processor system for three-dimensional color graphics. The design goal of the system is to generate realistic images of three-dimensional environments on a raster-scan video display in real-time. In order to achieve this goal, the system is constructed as a two-level hierarchical multi-processor system which is particularly suited to incorporate scan-line algorithm for hidden surface elimination. The sys ...

10 The pixel machine: a parallel image computer
Michael Potmesil, Eric M. Hoffert
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3
Publisher: ACM Press

Full text available: pdf(3.12 MB) Additional Information: full citation, abstract, citings, index terms

We describe the system architecture and the programming environment of the Pixel Machine - a parallel image computer with a distributed frame buffer.The architecture of the computer is based on an array of asynchronous MIMD nodes with parallel access to a large frame buffer. The machine consists of a pipeline of *pipe nodes* which execute sequential algorithms and an array of *m* × *n* pixel nodes which execute parallel algorithms. A *pixel node* directly accesses e ...

11 Design for a real-time high-quality volume rendering workstation
Marc Levoy
May 1989 **Proceedings of the 1989 Chapel Hill workshop on Volume visualization**
Publisher: ACM Press

Full text available: pdf(2.42 MB) Additional Information: full citation, references, citings, index terms

Keywords: 3D scan-conversion, adaptive refinement, parallel architecture, ray tracing, visualization, volume rendering, volumetric compositing, voxel graphics

12 DVI parallel image compression

Michael Tinker
July 1989 **Communications of the ACM**, Volume 32 Issue 7
Publisher: ACM Press

Full text available: pdf(954.31 KB) Additional Information: full citation, abstract, references, citings, index terms, review

At the heart of DVI is an image compression and expansion technology that uses proprietary chips to expand an image in real time from a bit stream that has been compressed on a large computer at non-real time rates. This article describes how the compression algorithm is used and how it was ported.

13 A radar simulation program for a 1024-processor hypercube

J. L. Gustafson, R. E. Benner, M. P. Sears, T. D. Sullivan
August 1989 **Proceedings of the 1989 ACM/IEEE conference on Supercomputing**
Publisher: ACM Press

Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references, citings, index terms

We have developed a fast parallel version of an existing synthetic aperture radar (SAR) simulation program, SRIM. On a 1024-processor NCUBE hypercube it runs an order of magnitude faster than on a CRAY X-MP or CRAY Y-MP processor. This speed advantage is coupled with an order of magnitude advantage in machine acquisition cost. SRIM is a somewhat large (30,000 lines of Fortran 77) program designed for uniprocessors; its restructuring for a hypercube provides new lessons in the task of alteri ...

14 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4
Publisher: ACM Press

Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

15 A scalable parallel cell-projection volume rendering algorithm for three-dimensional unstructured data

Kwan-Liu Ma, Thomas W. Crockett
October 1997 **Proceedings of the IEEE symposium on Parallel rendering**
Publisher: ACM Press

Full text available: pdf(1.67 MB) Additional Information: full citation, references, citings, index terms

Keywords: asynchronous communication, distributed memory, hierarchical data structures, load balancing, message passing, parallel algorithms, scientific visualization, unstructured grids, volume rendering

16 Hybrid sort-first and sort-last parallel rendering with a cluster of PCs

Rudrajit Samanta, Thomas Funkhouser, Kai Li, Jaswinder Pal Singh
August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press

Full text available: pdf(613.08 KB) Additional Information: full citation, abstract, references, citings, index terms

We investigate a new hybrid of sort-first and sort-last approach for parallel polygon rendering, using as a target platform a cluster of PCs. Unlike previous methods that statically partition the 3D model and/or the 2D image, our approach performs dynamic, view-dependent and coordinated partitioning of both the 3D model and the 2D image. Using a specific algorithm that follows this approach, we show that it performs better than previous approaches and scales better with both processor count ...

Keywords: cluster computing, parallel rendering

17 FRAMES: Software tools for modeling, rendering and animation of 3D scenes
Michael Potmesil, Eric M. Hoffert
August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4
Publisher: ACM Press

Full text available: pdf(3.61 MB) Additional Information: full citation, abstract, references, citings, index terms

FRAMES is a set of flexible software tools, developed for the UNIX programming environment, that can be used to generate images and animation of 3D scenes. In FRAMES, each stage of the image-rendering pipeline is assigned to a UNIX System filter. The following is a typical FRAMES pipe sequence where each filter performs a task implied by its name:cat scene.frm|euclid|mover|shade|camera|abufFRAMES was designed to be easy to use, to permit flexible experimentation with new ideas in image rendering ...

18 Architectures and compression: A reconfigurable architecture for load-balanced rendering
Jiawen Chen, Michael I. Gordon, William Thies, Matthias Zwicker, Kari Pulli, Frédo Durand
July 2005 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware HWWS '05**
Publisher: ACM Press
Full text available: pdf(510.87 KB) Additional Information: full citation, abstract, references, index terms

Commodity graphics hardware has become increasingly programmable over the last few years but has been limited to fixed resource allocation. These architectures handle some workloads well, others poorly; load-balancing to maximize graphics hardware performance has become a critical issue. In this paper, we explore one solution to this problem using compile-time resource allocation. For our experiments, we implement a graphics pipeline on Raw, a tile-based multicore processor. We express both the ...

19 Document image understanding
Sargur N. Srihari
November 1986 **Proceedings of 1986 ACM Fall joint computer conference**
Publisher: IEEE Computer Society Press
Full text available: pdf(1.38 MB) Additional Information: full citation, references, citings, index terms

20 Pixel-planes 5: a heterogeneous multiprocessor graphics system using processor-

enhanced memories
Henry Fuchs, John Poulton, John Eyles, Trey Greer, Jack Goldfeather, David Ellsworth, Steve Molnar, Greg Turk, Brice Tebbs, Laura Israel
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3
Publisher: ACM Press

Full text available: pdf(2.01 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces the architecture and initial algorithms for Pixel-Planes 5, a heterogeneous multi-computer designed both for high-speed polygon and sphere rendering (1M Phong-shaded triangles/second) and for supporting algorithm and application research in interactive 3D graphics. Techniques are described for volume rendering at multiple frames per second, font generation directly from conic spline descriptions, and rapid calculation of radiosity form-factors. The hardware consists of up t ...

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Photonics Technology Letters, IEEE
Volume 17, Issue 7, July 2005 Page(s):1477 - 1479
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Microwave Theory and Techniques, IEEE Transactions on
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Jerng, A.; Truong, A.; Wolday, D.; Unruh, E.; Landi, E.; Wong, L.; Fried, R.; Gil
Radio Frequency Integrated Circuits (RFIC) Symposium, 2002 IEEE
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5. **An image rejection down-converter for low-IF receivers in 130 nm CMOS**
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6. **Application of second generation advanced multimedia display processo digital micro-mirror array based HDTV**
Hutchison, D.C.; Ohara, K.; Takeda, A.;
Consumer Electronics, 2001. ICCE. International Conference on
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Digital Object Identifier 10.1109/ICCE.2001.935316

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Lasers and Electro-Optics, 1999. CLEO/Pacific Rim '99. The Pacific Rim Confe
Volume 2, 30 Aug.-3 Sept. 1999 Page(s):322 - 323 vol.2
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Mansharamani, D.; Birman, M.; Chu, G.; Martinella, J.; Wu, D.; Chiou, J.; Walli A.; Grewal, H.; McLeod, J.; Zhu, M.; Evans, K.; Goodin, K.;
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12-15 May 1991 Page(s):16.5/1 - 16.5/4
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